Chill Out

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Chill Out is a solo tabletop roleplaying game about a calm, mythical drive through the United States during a summer night. The game is inspired by the KLF album Chill Out and was created for the Record Collection 2K21 game jam.

What is Required to Play?

You will need paper, some pencils or pens, and a deck of playing cards with the jokers removed.

How to Play

Your drive starts at 7P.M. At the beginning of each hour, draw a card. Each card represents something you have come across during your drive. Use the Discoveries page in this book as a prompt to help describe what you have found. Each time you draw a card, add up the total for the hour. Continue drawing cards until your total reaches 21 or higher. Once it reaches 21, set your clock to the next hour and read the instructions for the journal prompt if one exists for this time. If you run out of cards, shuffle the discard pile and continue playing with your new deck.

The game continues until you reach your destination at 7A.M.

Setup

Before going on your road trip, answer the following questions:

- Where are you leaving from?
- Where are you going?
- What are you driving?
- Are you bringing anything with you on your trip?

Why are you making this drive? Circle one:

- To See Someone
- Moving somewhere new
- Making a delivery

Before you leave, print off a map from Google Maps or elsewhere with a list of directions that you need to take to get to your destination. Your drive should take about eight hours.

Discoveries

Use this section to help describe the things you see on your drive to your destination. When you draw a card, look at the suit and number for suggestions for what you have seen.

Card Suite

♥ Heart - Buildings like gas stations, diners, and tourist traps.
♠ Spade - Road signs, billboards
♦ Diamond - Oddities, unexplainable mysteries
♣ Club - Nature, parks, animals, plants, fields, farms

Number

A - Spooky
2 - Calming
3 - Inspiring
4 - Amusing
5 - Nostalgic
6 - Frustrating
7 - Confusing
8 - Sad
9 - Encouraging
10 - Romantic
J - Ominous
Q - Heartwarming
K - Exciting

9 P.M. - Dusk Is Falling Fast

While on your drive, you hear on the radio that the road has been blocked off up ahead by an accident. You stop at a gas station to refuel and ask the gas station attendant for directions.

Draw a card. What's unusual about the directions you received?

♥ Heart - I've never heard of some of the places the directions will take me.
♠ Spade - The directions don't seem accurate.
♦ Diamond - I'm driving through some odd locations.
♣ Club - They don't seem physically possible.

Mark the changes you've received to your map and printed directions

11 P.M. - The Lights of the City Pass By

You drive through an unusual area. The map doesn't show anything but maybe it's a newly developed place. You drive by an unusual looking building that looks to be full of people even this late at night.

Draw three cards. Draw another card if you get a repeat. What do you observe?

A - Looks like a party is happening there.
1 - The building has an unusual design
2 - Part of the building seems to be rented out by a business.
3 - I think I see a horse inside the building?
4 - There's unusual sounds coming from inside.
5 - The name of the building is on the sign out in front. I've never heard of it.
6 - Looks like part of it is being used by a government organization?
7 - It doesn't seem like the first group to occupy this building.
8 - The building looks old.
9 - Seems like different things are happening on each floor.
10 - There're some odd statues in front of the building.
J - Seems like an addition to the building was added at some point.
Q - Had to take an unusual route to get around the building.
K - It's in an odd location.
Add this building to your map.

1 A.M. - Six Hours to Go, Black Coffee Going Cold

You pull over to a diner to refill on coffee and get a snack to hold you over for the rest of your drive.

Draw a card. What do you order off the menu?

♥ Heart - Something light. Don't want to feel too full.
♠ Spade - A big, filling meal. It's a long drive.
♦ Diamond - Comfort food. Need to calm my nerves.
♣ Club - Something new. I've never been here before.

At the other end of the diner you see the only other customer, a distinct looking stranger.

What do you notice about them? Draw two cards.

♥ Heart - The way they were looking at me.
♠ Spade - Their outfit.
♦ Diamond - What they were carrying with them.
♣ Club - The discussion they were having with the server.

Mark the location of the diner on your map.

3 A.M. - Radio into the Twenties and Beyond

Trying to stay awake during your drive, you start flipping between radio stations. You stumble across a station you've never heard before.

What do you hear? Draw a card.

♥ Heart - An intense salesman.
♠ Spade - A psychic hosting a radio show. They're predicting someone's future.
♦ Diamond - A song that has a sound I've never heard before. It brings up some emotions.
♣ Club - An evangelical sermon

You change the radio dial again and stop another station.

What do you hear? Draw another card.

♥ Heart - An ad for a local business
♠ Spade - A news report describing an accident that happened in the area late yesterday.
♦ Diamond - A DJ getting flustered by a caller.
♣ Club - A song that sounds like it's from ten years into the future.

5 A.M. - Dream Time Somewhere Out on the Road

The road is blocked by construction. You'll need to take a detour through a small town you haven't been to in many years.

What do you notice about the town? Draw three cards.

A - Part of the town was recently destroyed in a flood.
2 - Some of the local businesses seem like they've closed.
3 - Looks like a local celebration is coming up.
4 - The town has a unique tourist attraction.
5 - There's still some places standing that I have fond memories of.
6 - The high school always had a weird mascot.
7 - Seems like a local corporation has a lot of influence over the town.
8 - That weird house is still there.
9 - Some of the local businesses have been replaced by retail chains.
10 - The diner is still touting one of their meals as a famous dish.
J - At least my favorite place is still standing.
Q - Looks like there's been a lot of construction in the last few years.
K - I'm shocked some of these businesses are still here.

Add the town to your map.

7 A.M. - Alone Again with the Dawn Coming Up

You finally arrive at your stop. Look at your map and reflect on your journey. What happens now that you've reached your destination?